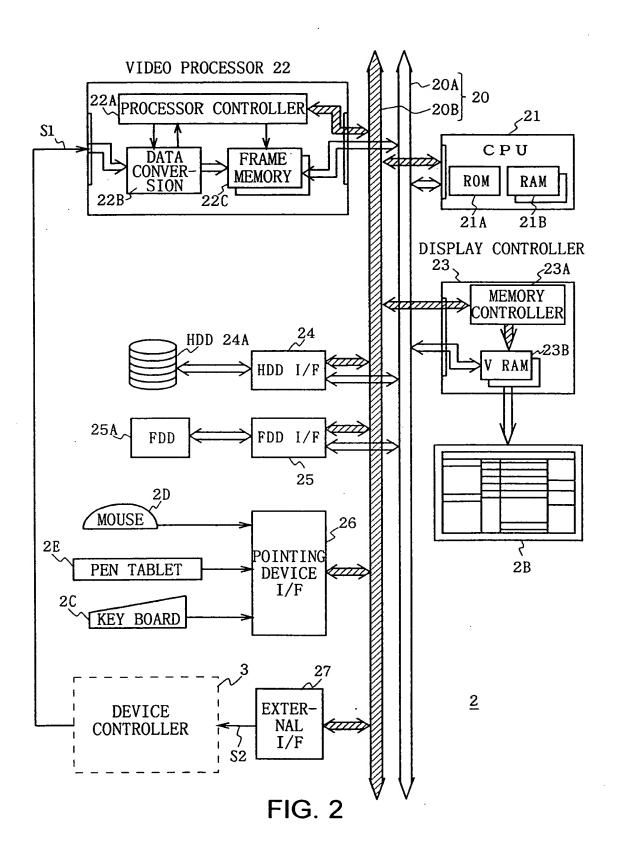


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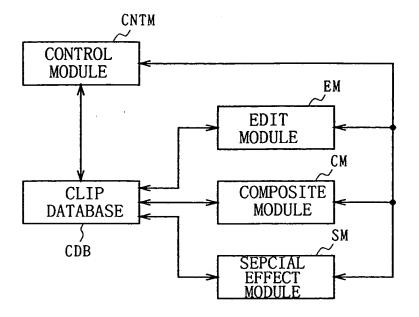


FIG. 3

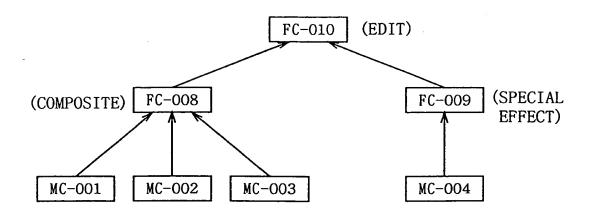
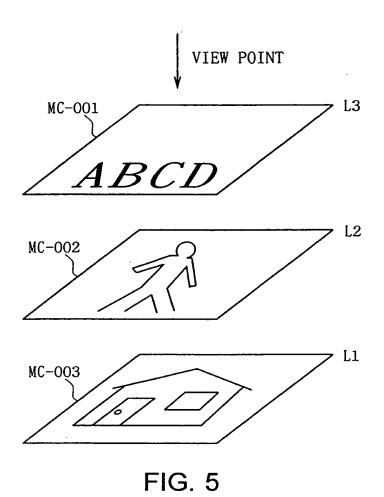
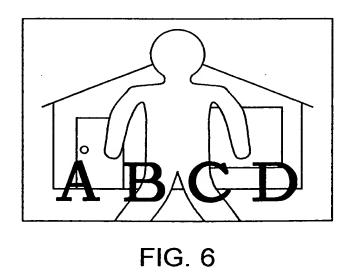


FIG. 4





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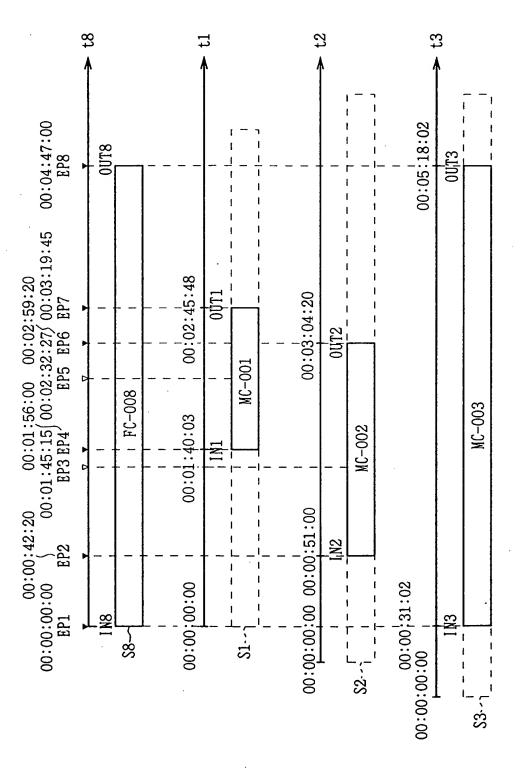


FIG. 7

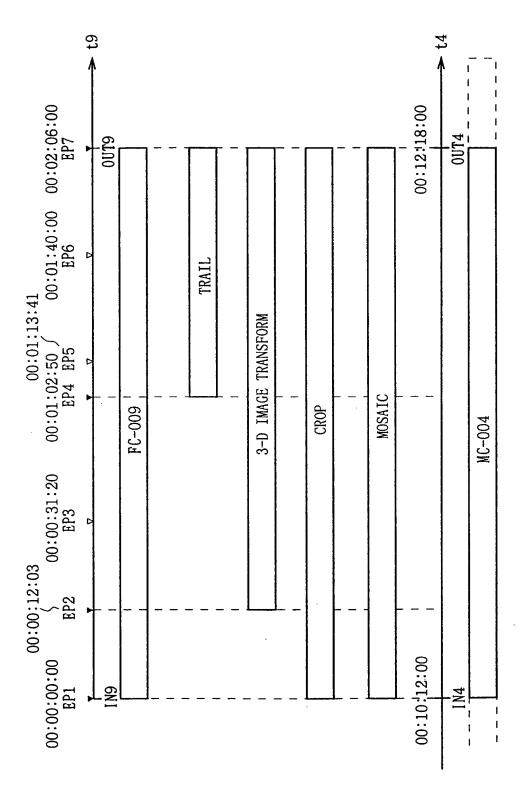


FIG. 8

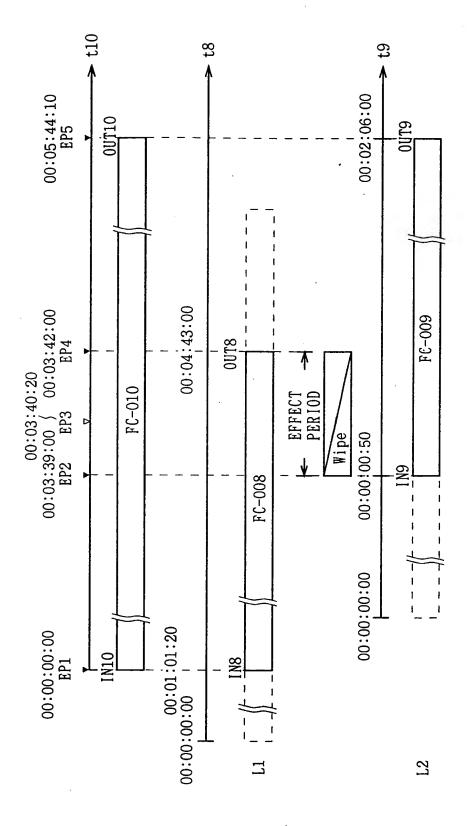


FIG. 9

FIG. 10

FIG. 11

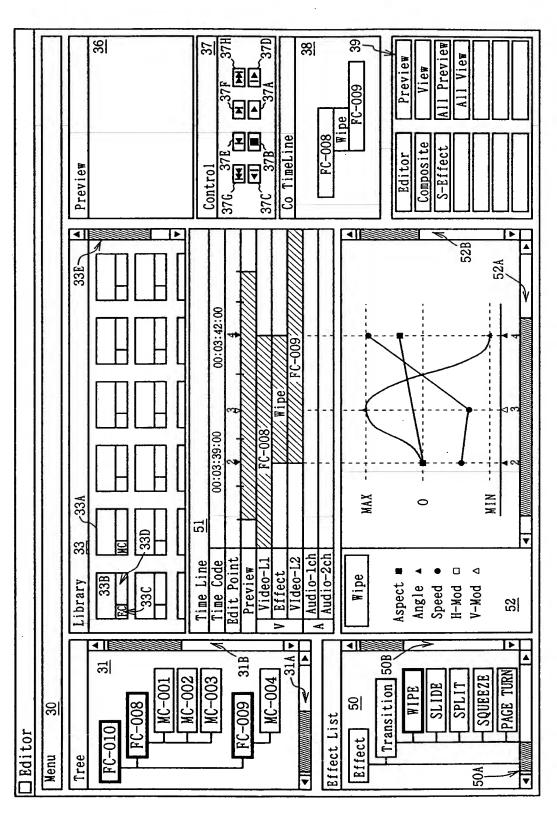


FIG. 12

ıTA	IMAGE PROCESSING DATA								EDIT P DATA COMP DATA	EDIT P DATAS-EFFECT DATA	EDIT P DATA EDIT DATA			
WORK DATA	DISABLE MODULE EDITING ID POINT CODE DATA								EDIT P DAT	EDIT P DAT	EDIT P DAT			
	MODULE ID CODE								С	S	E			
FNARI F/	DISABLE FLAG	E	囯	Э	ョ	Q	a	a	3	3	ਬ			
NK	L 3								001					
[] [] []	L 2								003 002 001		600			
CHI									003	004	800			
PARENT	LINK ID COUE DI COUE DI COUE DI COUE DI COUE L 1 L 2 L 3	800	800	800	600				010	010	000			
	DURATION	8 byte 00:08:02:10	8 byte 00:05:11:00	8 byte 00:10:55:01	8 byte 00:20:31:07	8 byte 01:02:20:29	8 byte 00:00:10:00	8 byte 00:02:28:18	8 byte 00:04:47:00	8 byte 00:02:06:00	8 byte 00:05:44:10			
POI	TO IMAGE DATA	8 byte	8 byte	8 byte	8 byte	8 byte	8 byte	8byte	8 byte	8 byte	8 byte			
A T-	rrib- ute	M	×	М	M	M	M	M	F	ĮΤΊ	F		:	
	CLIP TRIB- NAME UTE	MC-001	MC-002	E00-2M	MC-004	300-JM	900-JW	700-JM	FC-008	FC-009	FC-010			
C1 12	CODE	001	005	003	004	002	900	1 000	800	600	010			

FIG. 13

)ATA	IMAGE PROCESSING DATA		,						COMPOSITE DATA	S-EFFECT DATA AFTER	EDIT DATA	S-BFFFECT PATA BEFORE		
	EDITING POINT DATA								EDIT P DATA	ROOTFICATION AFTER	EDIT P DATA	RODIFICATION BEFORE		
	MODULE ID CODE								၁	S	臼	S		
/ d Id vive	DISABLE MODULE OISABLE ID SPLAG CODE	E	田	田	田	D	D	Q	田	田	田	D		
NK NK	L 3				ů.				001					
CHILD LINK	C00		- "						200		600			
EH3	10 CODE L 1 L 2 L 3								003	004	800	 004		
PARENT	LINK ID CODE	800	800	800	600				010	010	000	010		
T									<u> </u>	<u> </u>				
	CL IP NAME	MC-001	MC-002	MC-003	MC-004	MC-005	900-JW	MC-007	FC-008	FC-009	FC-010	009BK1 FC-009BK1		
01.10	CODE	001	005	003	004	200	900	200	800	600	010	009BK1		

	EDITI	EDITING POINT	r data							
1	EDIT- ING	ΩI	EP1	EP2	EP3	EP4	EP5	B P 6	EP7	E P 8
	POINT	TIME CODE	00:00:00:00	00:00:42:20	00:01:45:15	00:01:26:00	00:02:32:27	00:02:59:20	00:00:00:00:00 00:00:42:20 00:01:45:15 00:01:56:00 00:02:32:27 00:02:59:20 00:03:19:45 00:04:47:00	00:04:47:00
	1	NI	00:00:31:02							
80	٦ ٦	OUT 0								00:05:18:02
	1	NI		00:00:21:00						
	ם מ	OUT.						00:03:04:20		
	1	NI				00:01:40:03				
	ر ا	OUT.							00:02:45:48	

FIG. 15

	EDIT	EDITING POINT	T DATA							
	EDIT- ING	ΙD	EP1	EP2	EP3	EP4	EP5	EP6	EP7	
000	P(TIME CODE	00:00:00:00	00:00:00:00 00:00:12:03 00:00:31:20 00:01:02:50 00:01:13:41 00:01:40:00 00:02:06:00	00:00:31:20	00:01:02:50	00:01:13:41	00:01:40:00	00:00:00:00	
600	1	IN	00:10:12:00							
	ו יח	OUT							00:12:18:00	

FIG. 16

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	EP5	00:05:44:10				00:05:06:00	
	EP4	00:03:42:00		00:04:43:00			
	E P 3	00:03:40:20					
	EP2	00:03:39:00			00:00:00:00		
VT DATA	EP1	B 00:00:00:00:00 00:03:39:00 00:03:40:20 00:03:42:00 00:05:44:10	00:01:01:20				
EDITING POINT	ID	POINT TIME CODE	NI	OUT	NI	OUT	
EDITI	EDIT- ING	POINT		구 기	1	7	
				010			

FIG. 17

	COMPOSITE DAT	TA							
	EDITING POINT ID	EP1	EP2	EP3	EP4	EP5	EP6	EP7	EP8
	L1 COMPOSITE GAIN	100		-	!		1	<u> </u>	100
80	008 L2 COMPOSITE GAIN		5 9	100	1		0		
	L3 COMPOSITE GAIN				100	29		5 1	

FIG. 18

SPECIAL EFFECT DATA	AL EFFECT DATA	EFFECT DATA	\prec								
E1	1					_					
E 2	2										
EFFECT ID 1025	ECT ID	ECT ID	1025	2							
EDIT P ID EP 1 E	ITP ID EP 1	ITP ID EP 1		E	EP2	E L 3	EP4	EP5	9 d I	EP7	
Loc X	၁၀	၁၀			0		0		-1.6	-1.6	
Loc Y	၁၀	၁၀			0				0	+2.0	
Loc Z	0 c Z	0 c Z			0				+2.2	+2.2	
Rot X	Rot X	ot X			0			-180		-102	
E3 Rot Y	Rot	o t			0	1	1		1	0	
Rot Z	o t	o t			0					0	
Азр	Asp	Asp			0	— —	1 -			0	
Skew	-14	-14			0			-		0	
Pers	e r	e r			0			-		0	
E4	4										

FIG. 19

	EDIT DATA							
	EFFECT ID	0001						
	EDIT P ID	EP1	EP2	EP3	EP4	EP5		
	Aspect		0		+25			
	Angle		0	+180 -180	-180			
010	Speed		2.0	2.0	100			
	H-Mod		0	-	0			
	V-Mod		0	1	0			

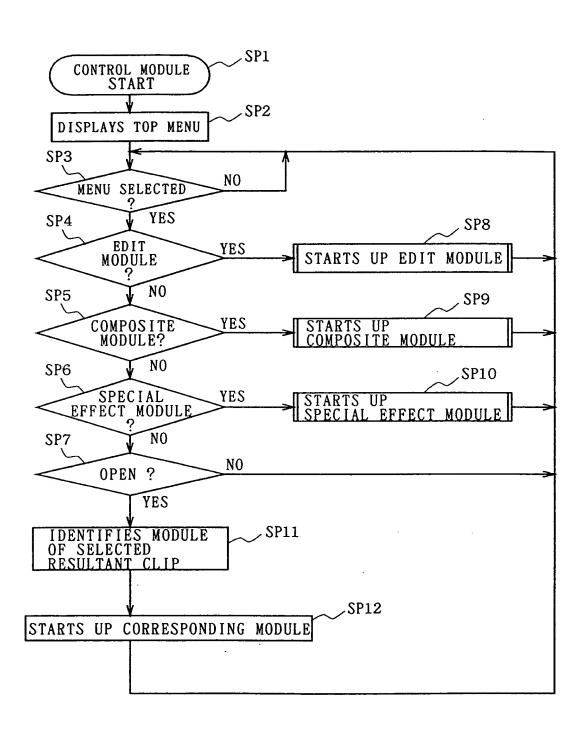


FIG. 21

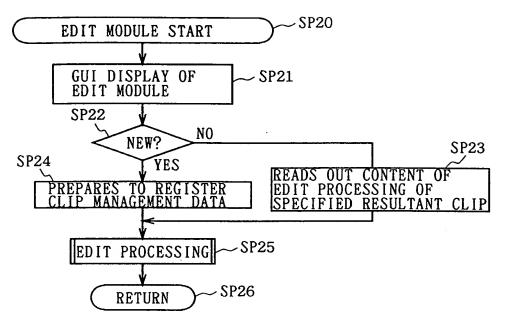


FIG. 22

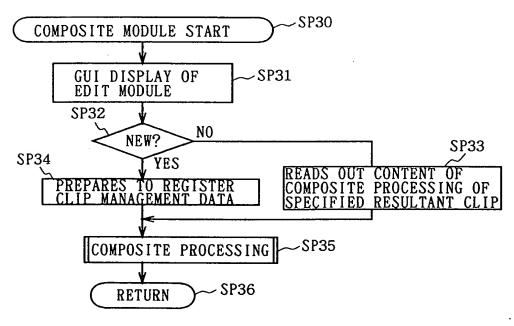


FIG. 23

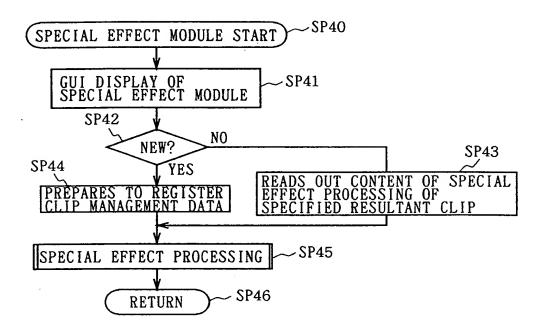


FIG. 24

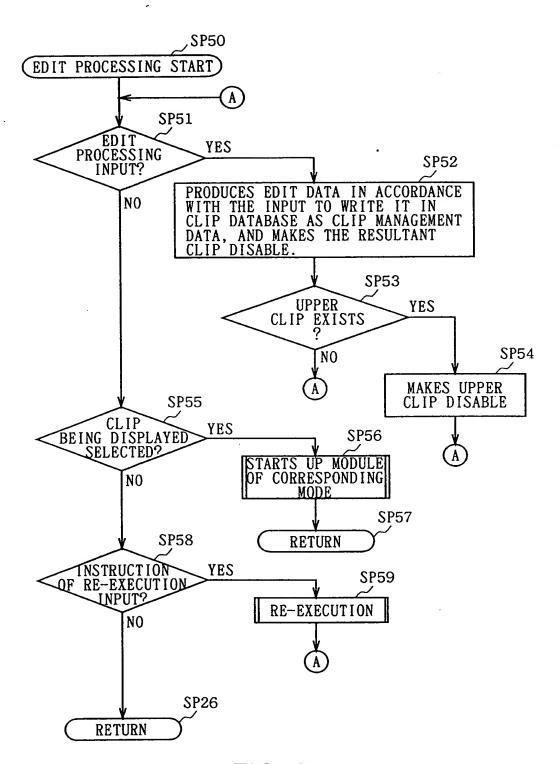


FIG. 25

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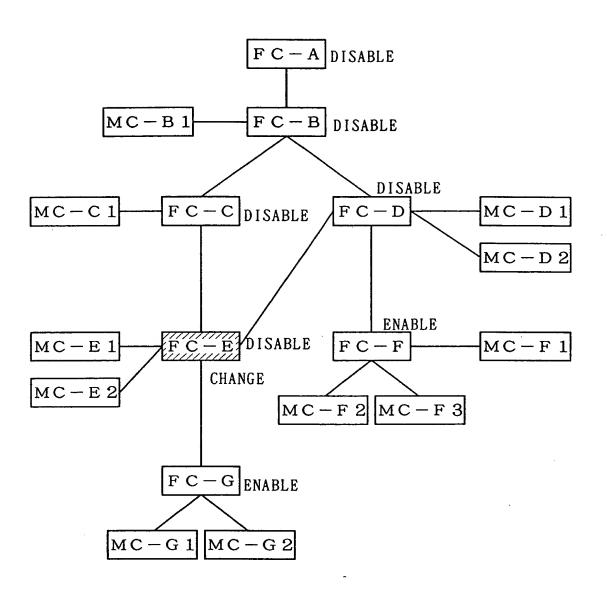


FIG. 26

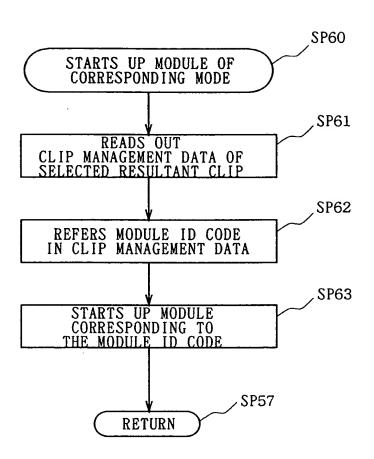


FIG. 27

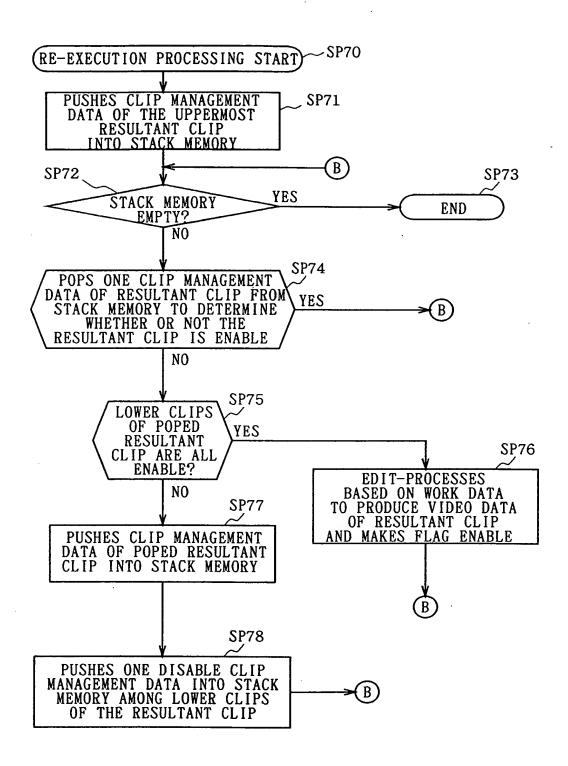


FIG. 28

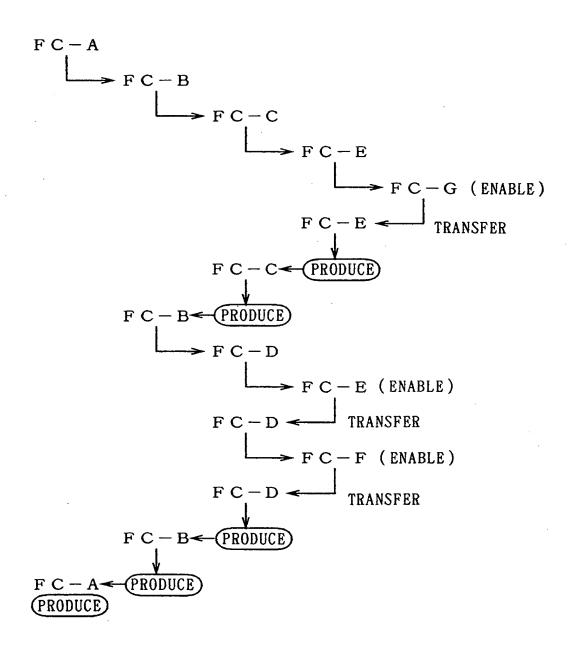


FIG. 29

DESCRIPTION OF REFERENCE NUMERALS

1...editing system, 2...work station, 2A...body, 2B...display, 2C...key board, 2D...mouse, 2E...pen tablet, 3...device controller, 4...exclusive controller, 5...video disk recorder, 6...video tape recorder, 7...switcher, 8...video camera, 9...digital multi-effector, 10...monitor, 11...audio mixer, 20...system bus, 21...CPU, 21A...ROM, 21B...RAM, 22...video processor, 23...display controller, 24...HDD interface, 25...FDD interface, 26...pointing device interface, 27...external interface, 30...menu window, 31...clip tree window, 32...key window, 33...library window, 34, 41, 51...time line window, 35...parameter setting window, 36...preview screen display window, 37...device control window, 38...edit content display window, 39...control command window, 40, 50...effect selection window, 42, 52...parameter setting window.